

PlayTronic Tin Can Alley Reactions Game Panel

Product Code AMVFA-APGP-FIPTTINCAN

£0

Price stated is for product only.
Contact us for a delivery & installation quote based on your location.

Dimensions:

Length 1200 mm
Width 800 mm

Key Stage:



Play Values

This product supports the following areas of child development.



Gross Motor Skills



Fine Motor Skills



Competitive Play



Visual Stimulation



Tactile Stimulation



Inclusive Play



Auditory Stimulation

Description

The Tin Can Alley Reactions Game Panel is a compact sized version of the popular Fairground Sideshow Panel. This game is easy to play and can be very addictive by generating a lot of competition trying to beat each other's best scores. This game features a narrated introduction and final score announcement, the LED light rings illuminate and flash in a random sequence and when the stainless steel sensor plates are touched the light goes out, the unit plays a sound (quack, tin can, glass smashing or target noise) and you score a point. Each game lasts approx 30 seconds. This game is supplied to run off battery power as standard, however you can specify this unit with a mains power adaptor for hard wiring and also solar power is available. All AMV Play Panels can be wall mounted or mounted onto posts fixed into the ground. Multiple panels can be installed side by side or back to back. Please ask for further details of the options available.